

AMENDMENTS TO THE ABSTRACT:

Please amend the Abstract as follows:

ABSTRACT OF THE DISCLOSURE

A game apparatus includes a CPU, and the CPU executes a game process. When a player character encounters an enemy character in a game world, a battle screen is displayed on a monitor. On the battle screen, an instruction image input pattern ~~according to an operation timing pattern recorded in correspondence to the enemy character~~ is displayed, and a background music (BGM) ~~according to the pattern~~ is output from a speaker. A player ~~weights~~ determines an operation timing ~~by~~ based on the instruction image input pattern and a ~~tune of the BGM (drum part). In a case of a degree of coincidence between~~ If there is a high level of coincidence between the operation timing by the player and a timing of the music ~~pattern is high, a damage which the player character applies to the enemy character and an experienced value to be~~ obtained by the player character increases.